

Ign Gift Guide 2013

The Science of Algorithmic Trading and Portfolio Management, with its emphasis on algorithmic trading processes and current trading models, sits apart from others of its kind. Robert Kissell, the first author to discuss algorithmic trading across the various asset classes, provides key insights into ways to develop, test, and build trading algorithms. Readers learn how to evaluate market impact models and assess performance across algorithms, traders, and brokers, and acquire the knowledge to implement electronic trading systems. This valuable book summarizes market structure, the formation of prices, and how different participants interact with one another, including bluffing, speculating, and gambling. Readers learn the underlying details and mathematics of customized trading algorithms, as well as advanced modeling techniques to improve profitability through algorithmic trading and appropriate risk management techniques. Portfolio management topics, including quant factors and black box models, are discussed, and an accompanying website includes examples, data sets supplementing exercises in the book, and large projects. Prepares readers to evaluate market impact models and assess performance across algorithms, traders, and brokers. Helps readers design systems to manage algorithmic risk and dark pool uncertainty. Summarizes an algorithmic decision making framework to ensure consistency between investment objectives and trading objectives.

"In the world of snake oils, you have to see the world a little differently. Where others see poverty, you see riches; where others see weeds, you see flowers; where others see sickness, you see openness." Becca Stevens calls herself a "snake oil seller": She takes natural oils, mixes them with a good story, sells them in an open market and believes they help to heal the world. Becca is the founder of Thistle Farms, one of the most successful examples in the US of a social enterprise whose mission is the work force. She is also the founder of its residential program, Magdalene. The women of Magdalene/Thistle Farms have survived prostitution, trafficking and addiction, and the natural body care products they manufacture-balms, soaps, and lotions-aid in their own healing as well as that of the people who buy them. The book weaves together the beginnings of the enterprise with individual stories from Becca's own

journey as well as 20 women in the community. In Snake Oil, Becca tells how the women she began helping fifteen years ago have been the biggest source of her own healing from sexual abuse and her father's death as a child. Wise and reflective, Snake Oil offers an empowering narrative as well as a selection of recipes for healing remedies that readers can make themselves.

Superman! Superboy! Supergirl! Krypto the Superdog! The entire Superman family is re-imagined here in this energetic all-ages graphic novel. Read on as the heroes of Metropolis fight foes such as General Zod, Darkseid, Brainiac, and as always, super-scourge Lex Luthor! The critically acclaimed team behind TINY TITANS tackle the Superman family in this all-ages graphic novel! Collects SUPERMAN FAMILY ADVENTURES #7-12.

Can video games be used to teach personal and business success lessons? Mastering The Game: What Video Games Can Teach Us About Success In Life takes a look at how the same habits and principles that lead to success when playing video games can be applied to personal and business success. Principles are ideas that are truly timeless, and remain true independent of context, culture or time period. So what are the principles embedded in the most popular video games? Surprisingly, the list strongly resembles the most in demand traits for the workplace. * Adaptability & Managing Change* Personal Accountability* Innovation* Communication & Listening* Teambuilding & Collaboration* Knowledge Sharing* Persistence & Grit Mastering The Game provides analogies, examples, and lessons for connecting the dots between how gamers play and how successful professionals work. Are you ready to take your career to the next level?

Focus On: 100 Most Popular Fox Network Shows

The Last Wish

Inside the World of an Epic Adventure

Mass Effect: Retribution

Booksmart

Old Man Logan Vol. 0 - Warzones!

About the author: He is married and he and his wife have 12 children. They home school and he pastors a church plant called Living Water Community Church located in northern California. Argyl is available for seminars and

speaking engagements on a limited basis. He can be reached at Argyl@GodFocusedLife.org.

Presents a multifaceted model of understanding, which is based on the premise that people can demonstrate understanding in a variety of ways.

DC Comics and Dark Horse Comics present the ultimate superhero crossover event of 2019! A strange man arrives simultaneously on Black Hammer Farm and in Metropolis and both worlds are warped as Starro attacks! Batman, Green Lantern, Flash, Wonder Woman, Superman, and more crossover with Golden Gail, Colonel Weird and the rest of the Black Hammer gang! Collects Black Hammer/Justice League: Hammer of Justice #1-5 and featuring pinup art by Yanick Paquette, Yuko Shimizu, Matteo Scalera, Andrea Sorrentino, Doc Shaner, Jill Thompson, and more!

Andrzej Sapkowski's New York Times bestselling Witcher series has inspired the hit Netflix show and multiple blockbuster video games, and has transported millions of fans around the globe to an epic, unforgettable world of magic and adventure. For over a century, humans, dwarves, gnomes, and elves have lived together in relative peace. But that peace has now come to an end. Geralt of Rivia, the hunter known as the Witcher, has been waiting for the birth of a prophesied child. The one who has the power to change the world for good—or for evil. As the threat of war hangs over the land and the child is pursued for her extraordinary powers, it will become Geralt's responsibility to protect them all. And the Witcher never accepts defeat. Join Geralt of Rivia; his beloved ward and the child of prophecy, Ciri; and his ally and love, the powerful sorceress Yennefer as they battle monsters, demons, and prejudices alike in Blood of Elves, the first novel of The Witcher Saga. Witcher story collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms (stand alone) Hussite Trilogy The Tower of Fools Warriors of God Light Perpetual Translated from original Polish by Danusia Stok

Star-names and Their Meanings

The Secrets Behind what You Eat

Deception

Krampus!

Mass Effect

The Freelance Guide to Video Game Journalism

The thrilling prequel to the award-winning video game from BioWare Every advanced society in the galaxy relies on the technology of the Protheans, an ancient species that vanished fifty thousand years ago. After discovering a cache of Prothean technology on Mars in 2148, humanity is spreading to the stars; the newest interstellar species, struggling to carve out its place in the greater galactic community. On

the edge of colonized space, ship commander and Alliance war hero David Anderson investigates the remains of a top secret military research station; smoking ruins littered with bodies and unanswered questions. Who attacked this post and for what purpose? And where is Kahlee Sanders, the young scientist who mysteriously vanished from the base—hours before her colleagues were slaughtered? Sanders is now the prime suspect, but finding her creates more problems for Anderson than it solves. Partnered with a rogue alien agent he can't trust and pursued by an assassin he can't escape, Anderson battles impossible odds on uncharted worlds to uncover a sinister conspiracy . . . one he won't live to tell about. Or so the enemy thinks. BONUS: This edition includes an excerpt from Drew Karpysyn's *Mass Effect: Ascension*.

Geralt is a witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary murderer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. He roams the country seeking assignments, but gradually comes to realise that while some of his quarry are unremittingly vile, vicious grotesques, others are the victims of sin, evil or simple naivety. One reviewer said: 'This book is a sheer delight. It is beautifully written, full of vitality and endlessly inventive: its format, with half a dozen episodes and intervening rest periods for both the hero and the reader, allows for a huge range of characters, scenarios and action. It's thought-provoking without being in the least dogmatic, witty without descending to farce and packed with sword fights without being derivative. The dialogue sparkles; characters morph almost imperceptibly from semi-cliche to completely original; nothing is as it first seems. Sapkowski succeeds in seamlessly welding familiar ideas, unique settings and delicious twists of originality: his Beauty wants to rip the throat out of a sensitive Beast; his Snow White seeks vengeance on all and sundry, his elves are embittered and vindictive. It's easily one of the best things I've read in ages.'

Are we doomed? As individuals, certainly, eventually, inevitably. But as a species? As a civilization? Leading catastrophe engineer Michel Bruneau thinks perhaps not. *The Blessings of Disaster* draws on knowledge from multiple disciplines to illustrate how our civilization's future successes and failures in dealing with societal threats—be they pandemics, climate change, overpopulation, monetary collapse, and nuclear holocaust—can be predicted by observing how we currently cope with and react to natural and technological disasters. Maybe most importantly, this entertaining and often counter-intuitive book shows how we can think in better ways about disasters, to strengthen and extend our existence as both individuals and as a species. When it comes to rare extreme events, such as earthquakes, hurricanes, floods, tornados, volcanic eruptions, technological accidents, terrorist attacks, pandemics, and even existential threats, it is in our nature to set ourselves up for disasters because the gamble may be worth it. But only maybe. *The Blessing of Disaster* is the very real story of the relationship between humans and disasters – and it's not a simple one. Bringing together his decades-long career spanning the globe as an earthquake and disaster engineer, detailed catastrophe case studies from extreme events like Japan's Kobe earthquake and category 5 hurricanes in the American South, along with thoughtful and practical solutions, Bruneau provides a thorough examination of the structural challenges that face today's (and tomorrow's) world. How we cope with today's threats is indicative of what the future holds. Contrary to popular forecasts, it is not all gloom and doom – but some of it definitely is.

To protect his ward Ciri, Geralt of Rivia sends her to train with the sorceress Yennefer. But all is not well within the Wizard's Guild in the second novel of the *Witcher*, Andrzej Sapkowski's groundbreaking epic fantasy series that inspired the hit Netflix show and the blockbuster video games. Geralt is a *Witcher*: guardian of the innocent; protector of those in need; a defender in dark times against some of the most frightening creatures of myth and legend. His task now is to protect Ciri. A child of prophecy, she will have the power to

change the world for good or for ill—but only if she lives to use it. Witcher collections The Last Wish Sword of Destiny Witcher novels Blood of Elves The Time of Contempt Baptism of Fire The Tower of Swallows Lady of the Lake Season of Storms Hussite Trilogy The Tower of Fools Warriors of God Translated from original Polish by David French

The Walkthrough

Blood of Elves

The God Focused Life

367 Classic Skills for the Modern Guy

Old Man Logan

Essays and Artwork from Grown-Up Readers

"More than a book about a series of books, it is an ode to the child readers we were, and the ways we have learned to name the experiences we couldn't find written." —Melissa Febos, author of *Abandon Me & Girlhood* A nostalgia-packed, star-studded anthology featuring contributors such as Kristen Arnett, Yumi Sakugawa, Gabrielle Moss, and others exploring the lasting impact of the beloved *Baby-Sitters Club* series In 1986, the first-ever meeting of the *Baby-Sitters Club* was called to order in a messy bedroom strewn with Ring-Dings, scrunchies, and a landline phone. Kristy, Claudia, Stacey, and Mary Anne launched the club that birthed an entire generation of loyal readers. The *Baby-Sitters Club* series featured a diverse, complex cast of characters and touched on an impressive range of issues that were underrepresented at the time: divorce, adoption, childhood illness, class division, and racism, to name a few. In *We Are the Baby-sitters Club*, writers and a few visual artists from Generation BSC will reflect on the enduring legacy of Ann M. Martin's beloved series, thirty-five years later—celebrating the BSC's profound cultural influence. Contributors include author Gabrielle Moss, illustrator Siobhán Gallagher, and filmmaker Sue Ding, as well as New York Times bestselling author Kristen Arnett, Lambda Award-finalist Myriam Gurba, Black Girl Nerds founder Jamie Broadnax, and Paris Review contributor Frankie Thomas. The first anthology of its kind from editors Marisa Crawford and Megan Milks, *We Are the Baby-Sitters Club* will look closely at how Ann M. Martin's series shaped our ideas about gender politics, friendship, fashion and beyond—and what makes the series still a core part of many readers' identities so many years later.

The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design.

From Pop artist Brandon Bird, this activity book is bursting with pages of coloring, stickering, and connect-the-dots fun! Featuring activities and portraits inspired by (and parodying) popular artists and television shows—including Law & Order, Nicolas Cage, Christopher Walken, Mr. T, Ghostbusters, and more—Brandon Bird's Astonishing World of Art offers endless entertainment for adult children of all ages.

Searching for a way to stop the invasion of sentient machines called Reapers, who harvest all organic lifeforms, with the help of a young woman with extraordinary abilities, Navy admiral David Anderson and his partner, Kehlee Sanders, unwittingly expose a secretive paramilitary organization. Original.

The Blessings of Disaster

The Monstore

Beautiful Minecraft

Ender's Game

With Audio Recording

Pressure. As an underwater welder on an oilrig off the coast of Nova Scotia, Jack Joseph is used to the immense pressures of deep-sea work. Nothing, however, could prepare him for the pressures of impending fatherhood. As Jack dives deeper and deeper, he seems to pull further and further away from his young wife, and their unborn son. But then, something happens deep on the ocean floor. Jack has a strange and mind-bending encounter that will change the course of his life forever. ... Equal parts blue-collar character study and mind-bending science fiction epic, *The Underwater Welder* is a 250-page graphic novel that explores fathers and sons, birth and death, memory and truth, and treasures we all bury deep down inside.

With a bit of imagination and a heavy dose of artistic talent, Minecraft blocks can be used to build almost anything. But as you'll see,

some artists are taking Minecraft building to a whole new level. Beautiful Minecraft is a compendium of stunning artwork built in Minecraft. Using millions of blocks and spending hundreds of hours, these artists have created floating steampunk cities, alien worlds, detailed classical sculptures, fantastical landscapes, architectural marvels, and more. The results are simply beautiful. The Monstore is a one-stop shop for all your monsterly needs in this enormously funny story that's full of friendly, kooky creatures. Includes audio! At the back of Frankensweet's Candy Shoppe, under the last box of sour gumballs, there's a trapdoor. Knock five times fast, hand over the bag of squirmy worms, and you can crawl inside The Monstore. The Monstore is the place to go for all of your monsterly needs. Which is perfect, since Zack definitely has a monsterly need. The problem? His pesky little sister, Gracie, who never pays attention to that "Keep Out" sign on Zack's door—the one he has made especially for her. But when Zack's monsters don't exactly work as planned, he soon finds out that the Monstore has a few rules: No Refunds. No exchanges. No exceptions. Presents the behind-the-scenes details of the motion picture, featuring interviews, concept art, the visual effects process, and profiles of the cast and crew.

Insider Tales from a Life in Strategy Guides

The Hardware/software Interface

Superman Family Adventures Vol. 2

Wolverine

Sword of Destiny

Red Dragon

Dark Horse Books is proud to present the legendary graphic novel that introduced Halo to the world of comics - back in print for the first time in over a decade! This book includes four classic Halo stories that expand the deep lore of the Halo universe told by some of the finest creators in comic-book history.

THE NEW YORK TIMES BESTSELLER Feed your fears with the terrifying classic that introduced cannibalistic serial killer Hannibal Lecter. FBI agent Will Graham once risked his sanity to capture Hannibal Lecter, an ingenious killer like no other. Now, he's following the bloodstained pattern of the Tooth Fairy, a madman who's already wiped out two families. To find him, Graham has to understand him. To understand him, Graham has only one place left to go: the mind of Dr. Lecter.

Have you ever dreamed about getting paid to write about video games and the fascinating people who make them? Unless you live on the West Coast and are lucky enough to land a rare staff position at one of the major gaming publications, freelancing is the best way to turn slinging words about your favorite hobby into a viable and lucrative career. The best part? You can do it from anywhere! Up Up Down Down Left WRITE: The Freelance Guide to Video Game Journalism covers everything you need to get started along the path to launching and maintaining

a successful freelance career in the gaming industry. Pro freelancer Nathan Meunier has written for more than 30 of the top gaming outlets -- from Nintendo Power, GamePro, and Official Xbox Magazine to IGN, GameSpot, Electronic Gaming Monthly, and more. In this advice-packed tome for aspiring freelance game journos and more established writers alike, Nathan delivers detailed insights and how-to tips based on many years of professional writing experience. You will learn how to: -Generate killer article ideas, pitch editors, and score paying work -Build towards quitting your day job to freelance full-time -Juggle the business-related side of freelancing -Cover gaming conventions and press junkets -Network with editors and writers -Work with PR to gain coverage opportunities and free review games. And much, much more!

Meet the Krampus, yuletide terror and punisher of wicked children. Long imprisoned for his outdated methods, the holiday horror suddenly finds himself freed and tasked with a mission: recover the stolen power of the Secret Society of Santa Clauses! With his flying wolf Stutgaard, the Krampus crosses the globe, encountering various figures of winter lore and uncovering a sinister scheme to topple the Santas and change Christmas as we know it forever! Collects Krampus! #1-5 and extras, including all-new material.

Short Stories 1: Introducing the Witcher

An Inquiry Into Modes of Existence

We Are the Baby-Sitters Club

What Video Games Can Teach Us about Success in Life

Mass Effect: Revelation

Man Up!

Geralt is a witcher, a man whose magic powers, enhanced by long training and a mysterious elixir, have made him a brilliant fighter and a merciless assassin. Yet he is no ordinary murderer: his targets are the multifarious monsters and vile fiends that ravage the land and attack the innocent. He roams the country seeking assignments, but gradually comes to realise that while some of his quarry are unremittingly vile, vicious grotesques, others are the victims of sin, evil or simple naivety. In this collection of short stories, following the adventures of the hit collection THE LAST WISH, join Geralt as he battles monsters, demons and prejudices alike...

"The classic of modern science fiction"--Front cover.

In a new approach to philosophical anthropology, Bruno Latour offers answers to questions raised in We Have Never Been Modern: If not modern, what have we been, and what values

should we inherit? An Inquiry into Modes of Existence offers a new basis for diplomatic encounters with other societies at a time of ecological crisis.

The Walkthrough offers a rare peek behind the curtain of the secretive video game industry from an unlikely perspective, that of a career strategy guide writer. For eighteen years, Doug Walsh was one of the most prolific authors of officially licensed video game strategy guides. One part memoir and one part industry tell-all, The Walkthrough takes players on an entertaining march through gaming's recent history, from the dawn of the PlayStation to the Xbox 360 and Nintendo Switch. Follow along as Walsh retraces his career and reveals how the books were made, what it was like writing guides to some of the industry's most celebrated – and derided – titles, and why the biggest publishers of guidebooks are no longer around. Walsh devotes entire chapters to many of gaming's most popular franchises, including Tony Hawk's Pro Skater, Gears of War, and Diablo, among others. From inauspicious beginnings with Daikatana to authoring the books for the entire Bioshock trilogy, with plenty of highs, lows, and Warp Pipes along the way, Walsh delivers a rare treat to twenty-first century gamers. The Walkthrough is sure to satisfy the curiosity of anyone who grew up with the works of BradyGames and Prima Games sprawled across their laps. With over one hundred books to his credit, and countless weeks spent at many of the most famous studios in North America, he is uniquely qualified to give an insider's perspective of a little-known niche within the multi-billion-dollar industry.

The Time of Contempt

Computer Organization and Design

Sign Painters

The Art of Healing and Truth-Telling

Focus On: 100 Most Popular Television Series by 20th Century Fox Television

Hundreds of Real-World Lessons for Success and Happiness

With this easy-to-use guide, learn skills to use in all facets of life, whether it 's on the job, on a date, in the gym, in the home, or in a pinch. For every guy too intimidated to ask a question for fear of seeming inexperienced and unworldly, here 's a book to answer all (or most!) of life 's pressing quandaries: How do you break off a friendship when it 's not working any longer? What should you cook when a date is coming over

for dinner? How do you buy a used car and not get totally taken for a ride? How do you stop a charging dog? In *Man Up!*, journalist Paul O' Donnell and his team of knowledgeable experts tackle 367 of these tough questions, imparting their advice in short to-the-point answers. Organized thematically, *Man Up!* is packed with essential advice delivered in prose that is as entertaining to read as it is helpful and clever. The tips run the gamut—from how to mix up a killer punch for a party to how to throw a punch when there is no other way out. Hip, engaging line drawings help to illustrate the advice, providing more than just sight gags. For every young man newly embarking on his independent adult life and for a guy at any age wanting to brush up on his skills, *Man Up!* is like having a trusted friend helping you along the way—except this friend has all the right answers! Praise for *Man Up!* “ Quick fixes to the many vexing problems an ordinary dude may wind up facing in his lifetime. From how to change a flat tire to how to survive a night in jail, this guide has the solutions. ” —Reader ' s Digest “ Paul O ' Donnell is here to save “ mankind. ” His book, *Man Up!: 367 Classic Skills for the Modern Guy*, offers advice on how today's men can adapt their masculinity to modern times. ” —New York Daily News “ Truly useful unisex advice for the modern workplace. ” —Allure
"Includes 12 important food rules"--Jacket.

MARK MILLAR and STEVE MCNIVEN--the creators behind the monumental CIVIL WAR--bring us the most important WOLVERINE story of the 21st century. Nobody knows what happened on the night the heroes fell. All we know is that they disappeared and evil triumphed and the bad guys have been calling the shots ever since. What happened to Wolverine is the biggest mystery of all. For 50 years, no one has heard hide nor hair from him...and in his place stands an old man called Logan. A man concerned only about his family. A man pushed to the brink by the HULK GANG. A man forced to help an old friend--the blind archer, HAWKEYE--drive three thousand miles to secure his family's safety. Get ready for the ride of your life, Logan. *Wolverine (2003) #66-72 & Wolverine: Old Man Logan Giant-Size*.

What are life's most important lessons? It's time to get booksmart! Frank Sonnenberg, one of America's "Top Thought Leaders" and influential small-business experts, reveals his best strategies for unleashing your full potential and achieving success and happiness in life. Sonnenberg provides practical, rock-solid advice that will help you strengthen relationships, achieve life balance, boost your career, improve your mental health, grow a business, develop a sound reputation, navigate tough times, and lead a more productive and meaningful life. This is what readers are saying: "Buy it; read it; live it. Then you'll want to give copies to those you really care about. I guarantee you won't regret it." BOB VANOUREK Award-winning author and five-times corporate CEO "If you buy only one book this year, get BOOKSMART. It simplifies the complicated, and it gives meaningful answers to our questions about success and happiness." LOLLY DASKAL Founder and President, Lead From Within "One of The Most Inspiring Women in the World!" The Huffington Post "As a professional book reviewer for various eminent international journals, I read thousands of books. This is definitely one of the most inspiring! I strongly recommend it." PROFESSOR M.S. RAO, PhD Father of "Soft Leadership" and the author of 30 books

Aliens Vs. Parker

The Omnivore's Dilemma

Snake Oil

Black Hammer/Justice League: Hammer of Justice!

Mastering the Game

The Underwater Welder

Humanity has reached the stars, joining the vast galactic community of alien species. But beyond the fringes of explored

space lurk the Reapers, a race of sentient starships bent on 'harvesting' the galaxy's organic species for their own dark purpose. The Illusive Man, leader of the pro-human black ops group Cerberus, is one of the few who know the truth about the Reapers. To ensure humanity's survival, he launches a desperate plan to uncover the enemy's strengths - and weaknesses - by studying someone implanted with modified Reaper technology. He knows the perfect subject for his horrific experiments: former Cerberus operative Paul Grayson, who wrested his daughter from the cabal's control with the help of Ascension project director Kahlee Sanders. But when Kahlee learns that Grayson is missing, she turns to the only person she can trust: Alliance war hero Captain David Anderson. Together they set out to find the secret Cerberus facility where Grayson is being held. But they aren't the only ones after him. And time is running out.

There was a time, as recently as the 1980s, when storefronts, murals, banners, barn signs, billboards, and even street signs were all hand-lettered with brush and paint. But, like many skilled trades, the sign industry has been overrun by the techno-fueled promise of quicker and cheaper. The resulting proliferation of computer-designed, die-cut vinyl lettering and inkjet printers has ushered a creeping sameness into our visual landscape. Fortunately, there is a growing trend to seek out traditional sign painters and a renaissance in the trade. In 2010 filmmakers Faythe Levine, coauthor of *Handmade Nation*, and Sam Macon began documenting these dedicated practitioners, their time-honored methods, and their appreciation for quality and craftsmanship. *Sign Painters*, the first anecdotal history of the craft, features stories and photographs of more than two dozen sign painters working in cities throughout the United States. With a foreword by legendary artist (and former sign painter) Ed Ruscha, this vibrant book profiles sign painters young and old, from the new vanguard working solo to collaborative shops such as San Francisco's New Bohemia Signs and New York's Colossal Media's Sky High Murals.

From comedian Paul Scheer (*Adult Swim's NTSF:SD:SUV::*, *THE LEAGUE*) and writer Nick Giovannetti comes a sci-fi action comedy for fans of *SHAUN OF THE DEAD* and *GALAXY QUEST!!* Set in the not so distance future, a group of slacker delivery guys spend their days avoiding responsibility and playing video games. That is, until they have to deliver a package marked "classified" to a planet more dangerous than they've ever faced before. The rag-tag team of slackers, malcontents, and gamers have to put all their skills (or lack-thereof) to good use simply to stay alive.

Aliens Vs. ParkerBoom! Studios

The Science of Algorithmic Trading and Portfolio Management

Understanding by Design

The Lessons That Catastrophes Teach Us and Why Our Future Depends on It

Halo Graphic Novel (New Edition)

Up Up Down Down Left WRITE

Brandon Bird's Astonishing World of Art